

Project Highlights

Zhengyang Huang

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<https://zhengyang-huang.me/>

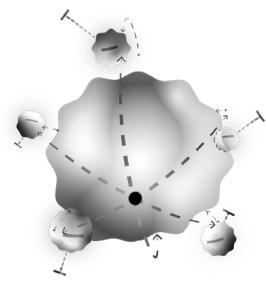
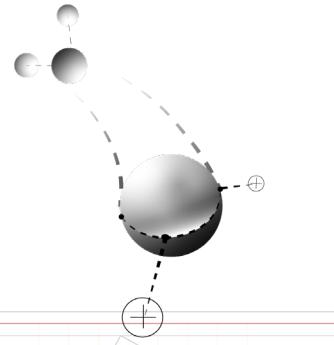
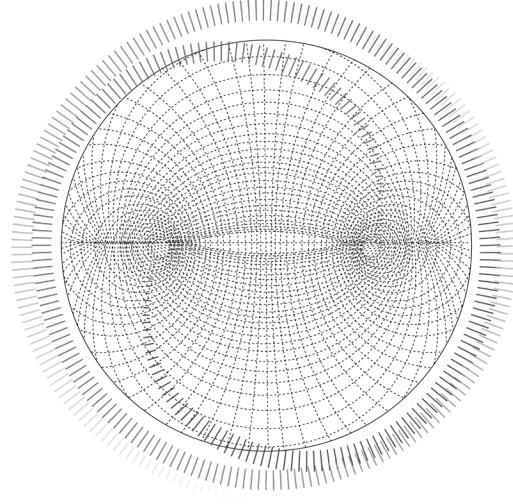
Air, Water, Fire is a series of self-directed websites showcasing 3 imaginary tools that are able to manipulate data with elemental energy. They are done in close collaboration with Zhengzhou Huang, who is also a new media artist and a UCLA Design Media Arts MFA alumni.

I work closely on every aspect of the series including interface design, web development, graphic design, video making, 3D playable demo, as well as speculative concept-building.

Water's main UI is designed on an interactive cube where each face shows a page of conversational text, videos, photos and illustrations.
(web: <http://projects.dma.ucla.edu/exhibitions/mfa2021/water/>)

Air shows an interactive booklet made with Bindery.js. At the last page of the booklet is a VR video leading viewers to the story.(web: <http://projects.dma.ucla.edu/exhibitions/mfa2021/air/>)

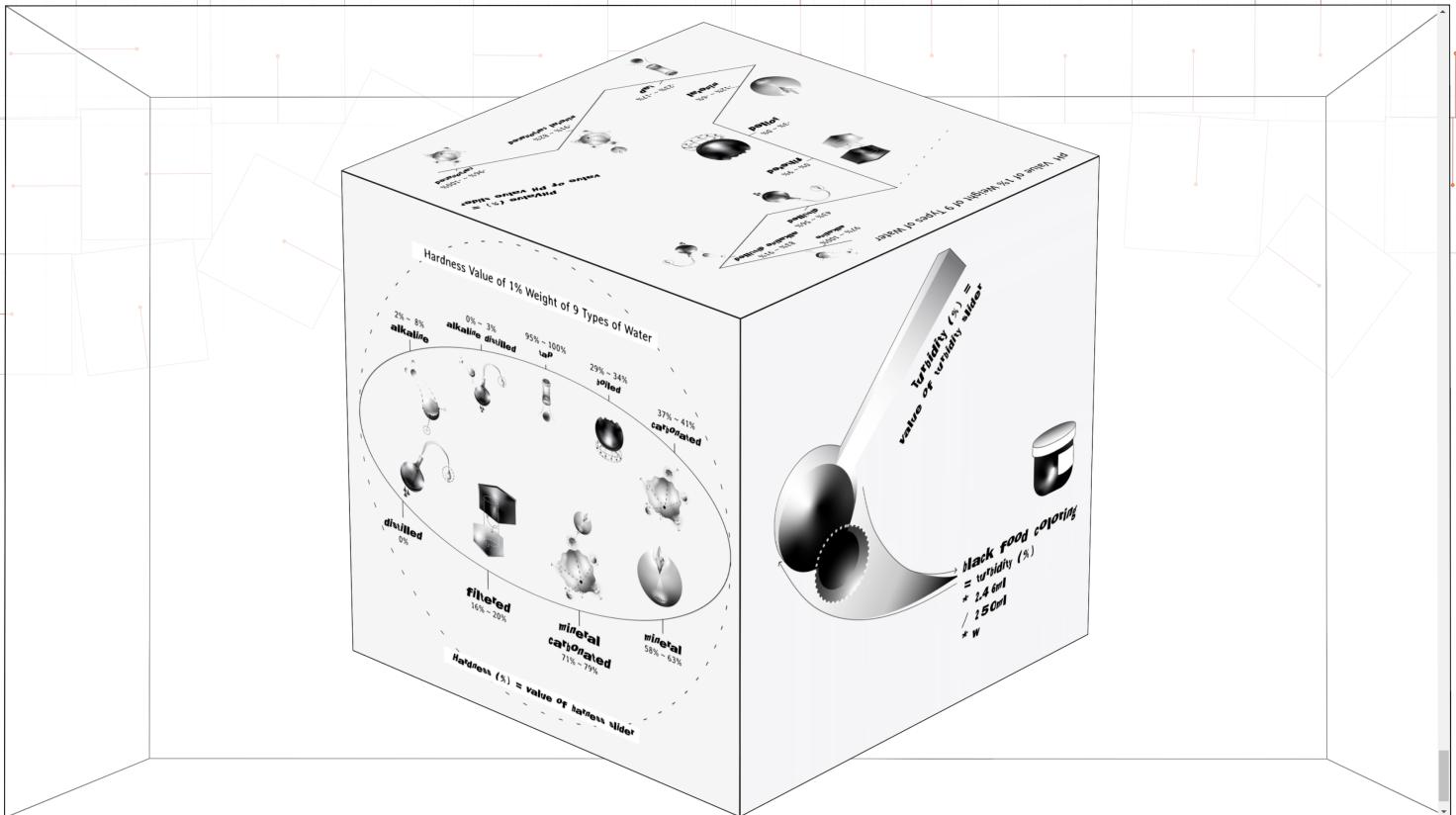
Fire presents a set of illustrations, photos for a set of objects(a wooden GPU kit). It also contains a 3D playable mini-game as a virtual demonstration of these physical objects.(web: <http://projects.dma.ucla.edu/exhibitions/mfa2021/fire/>)



Water

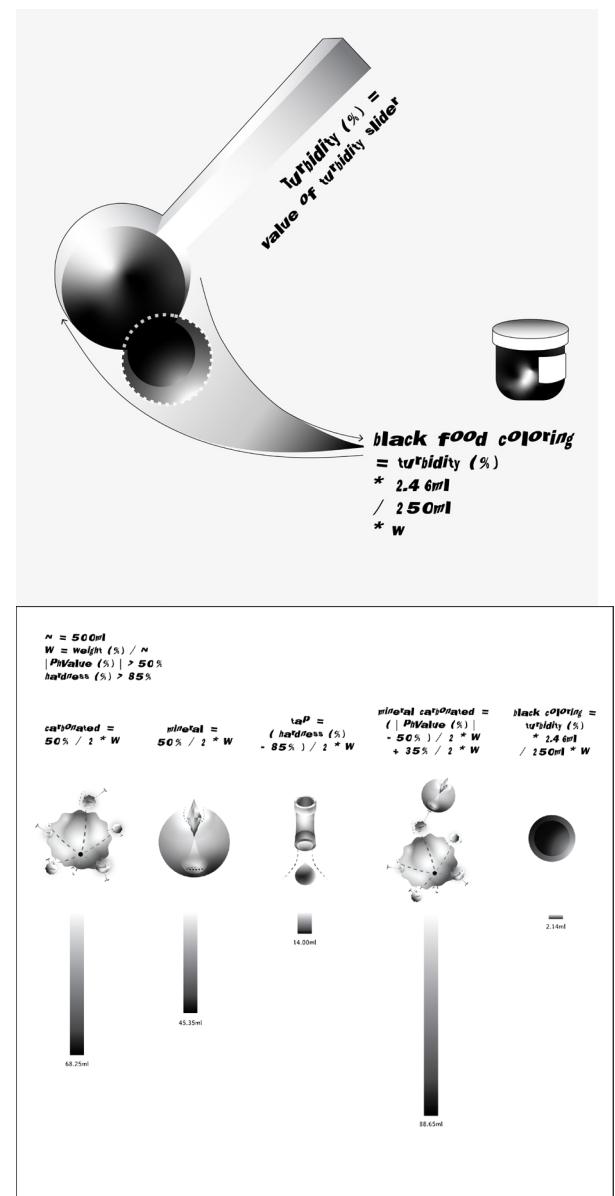
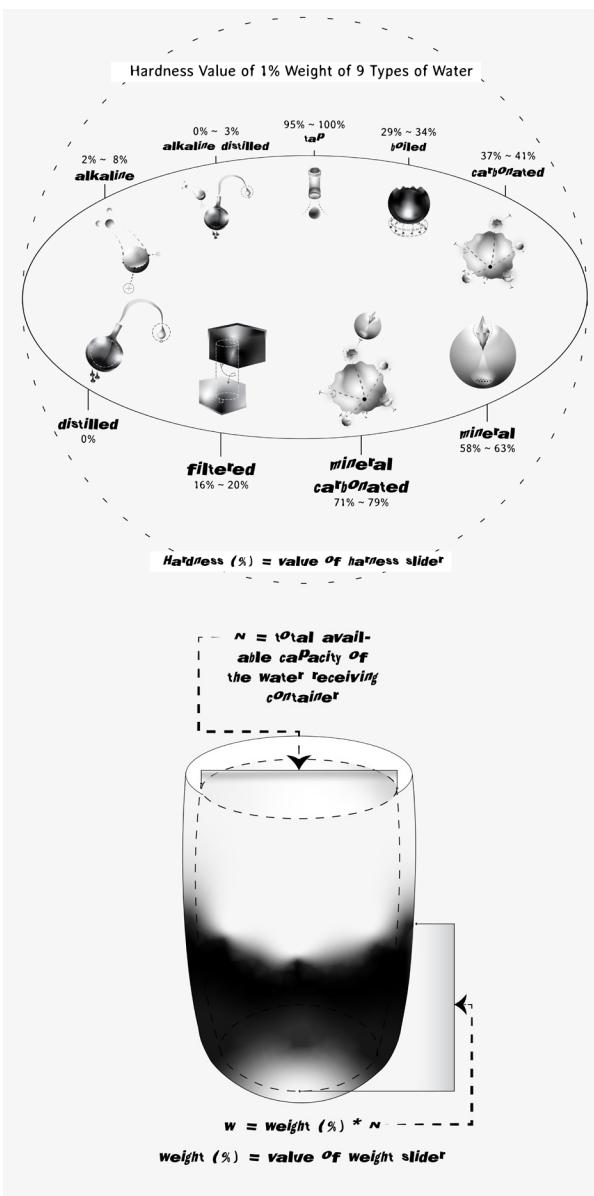
Water is an unstable data structure with which you store, share and delete your data.

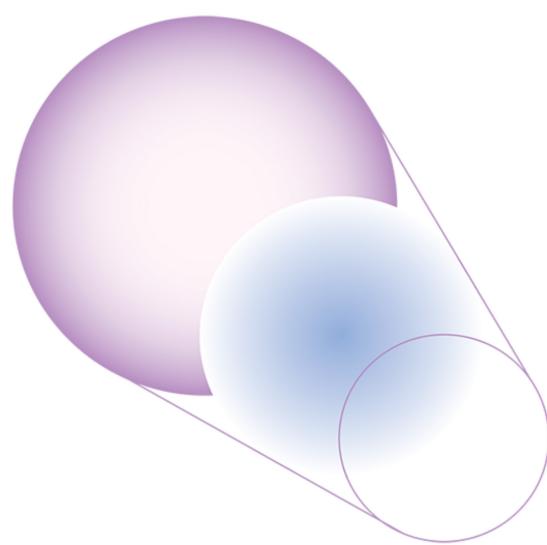
[web link](#)



Let me introduce you to the full set of equipment and tools we use for the data transfer process.

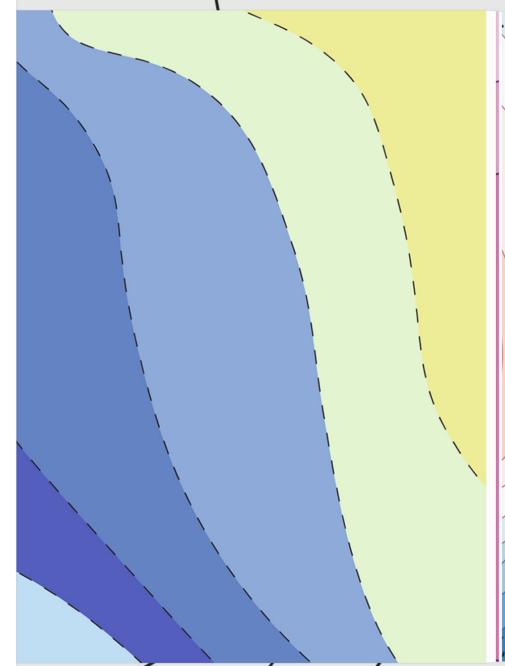






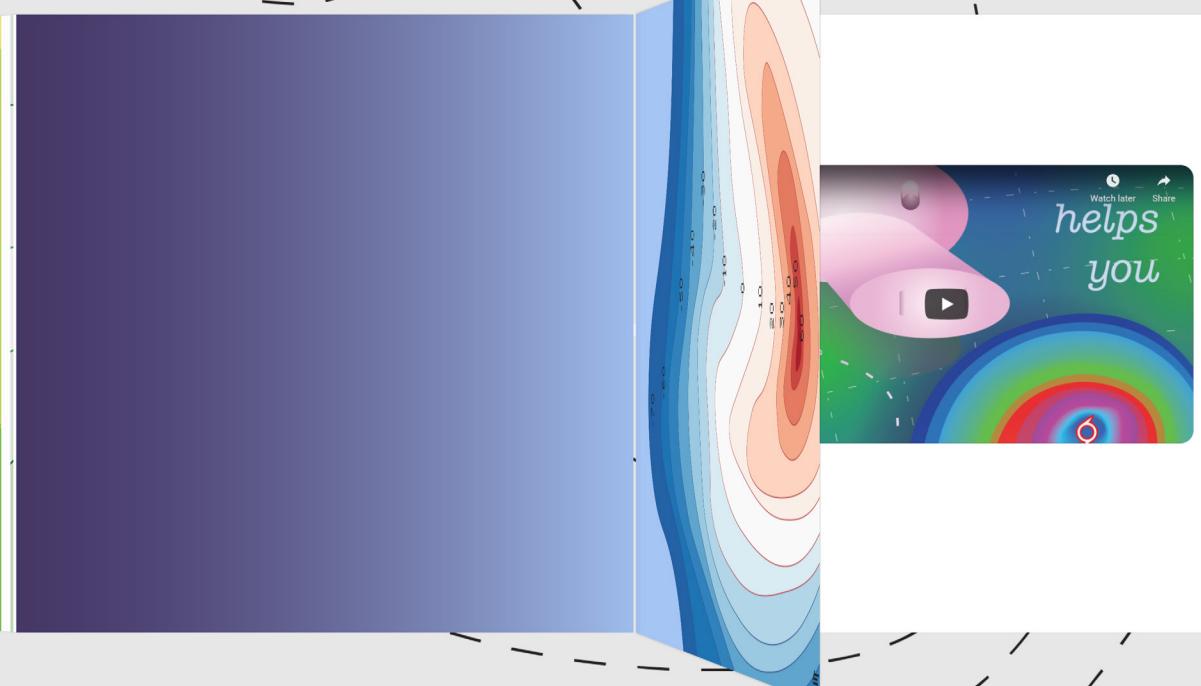
AIR is a smart home device who helps you grasp your quantified surroundings you're not able to sense.

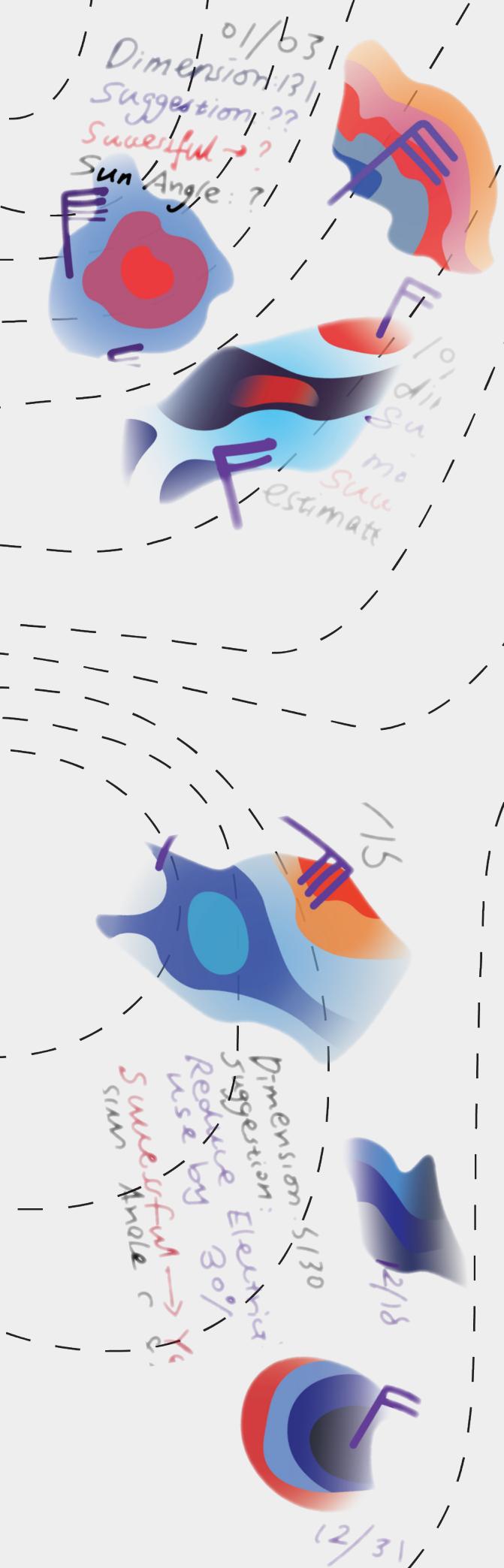
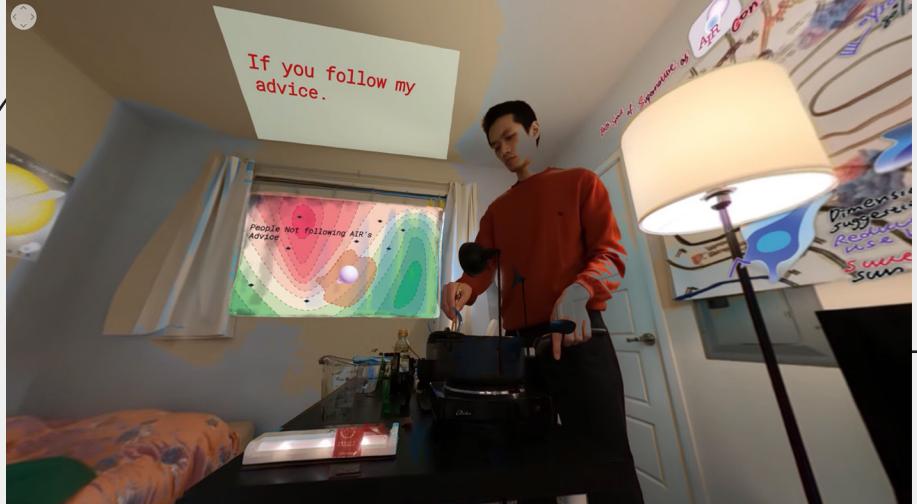
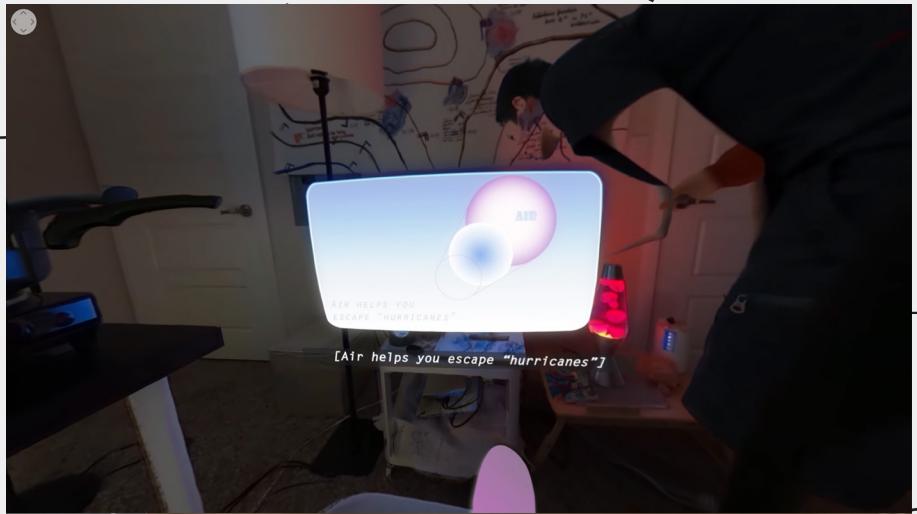
Go through the booklet to get you started with AIR.

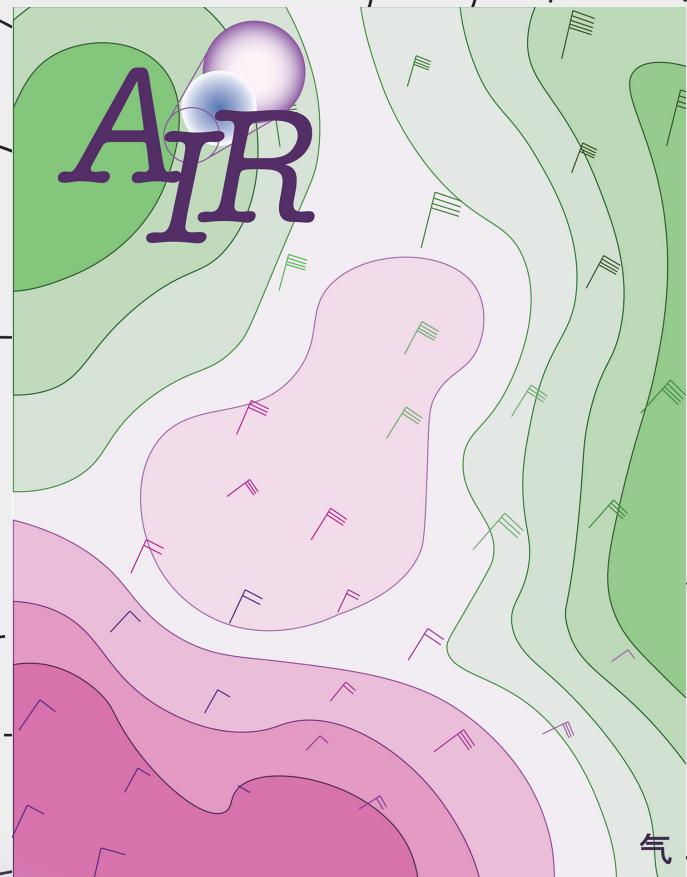
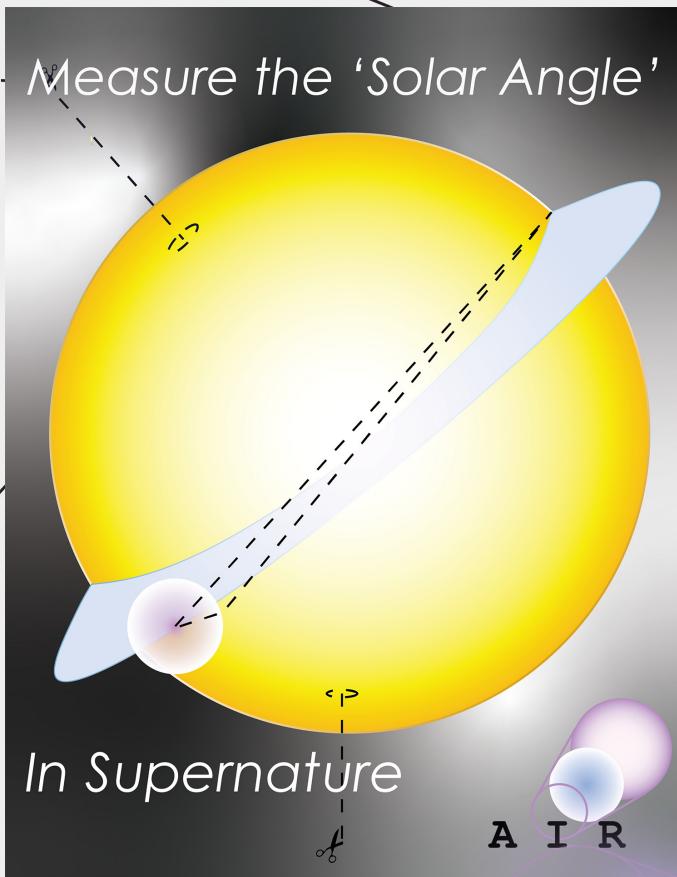


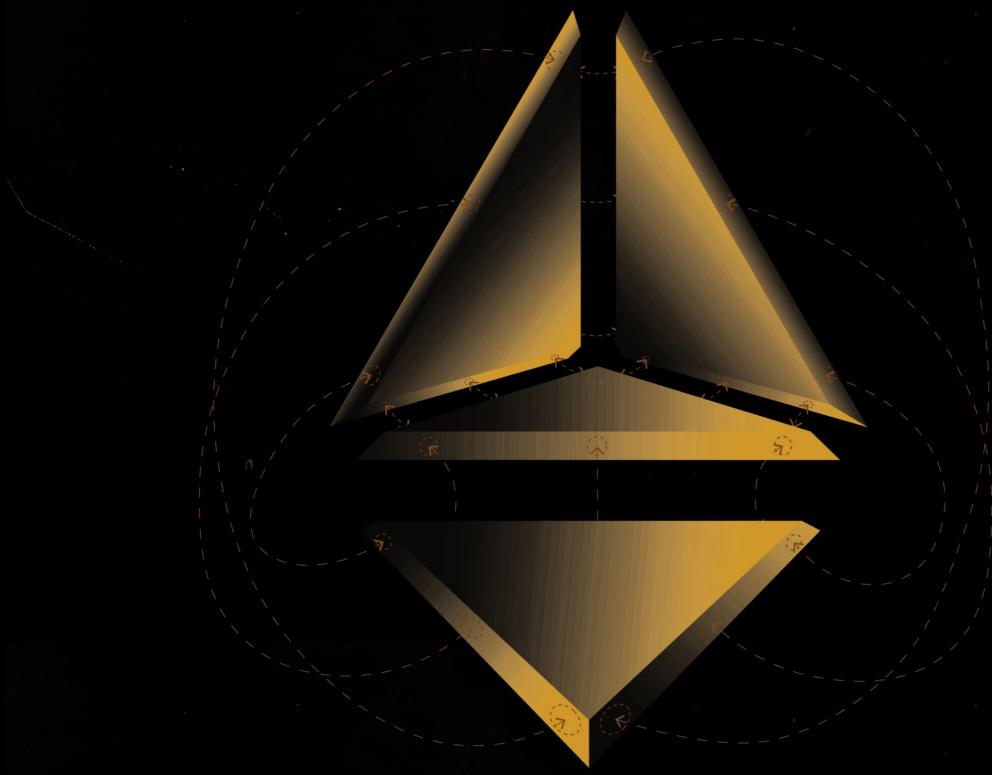
AIR

[WEB LINK](#)









Fire: web link

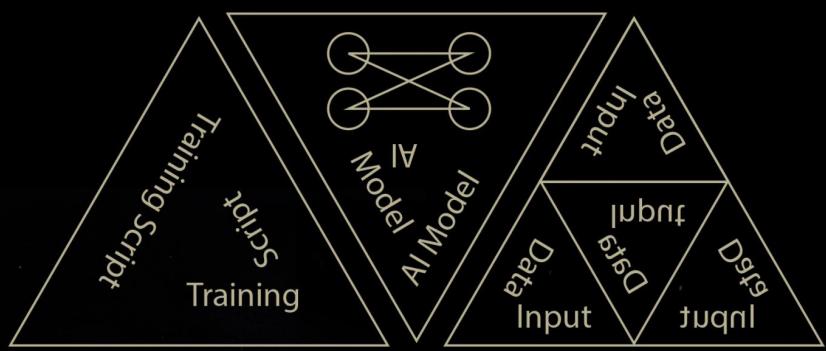
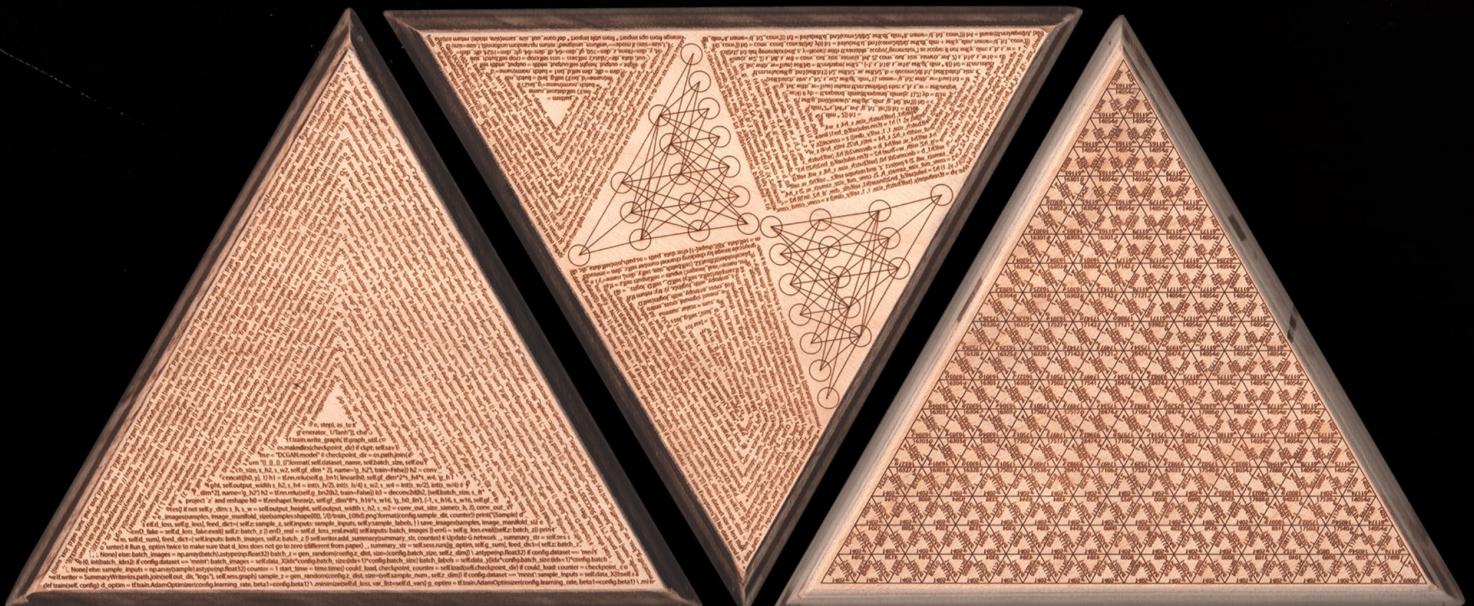


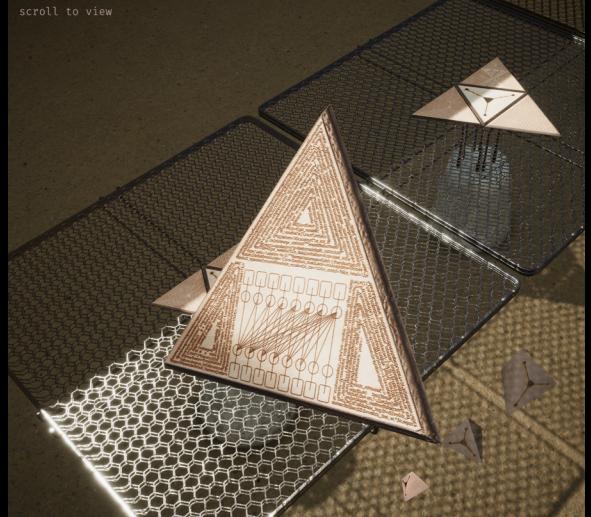
FIGURE324 the training and model scripts are based on [DCGAN](#). It accommodates memory IDs of 324 sample image data.



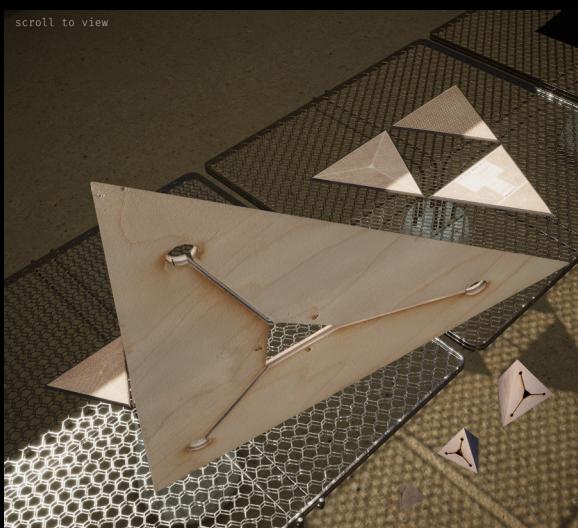
scroll to view



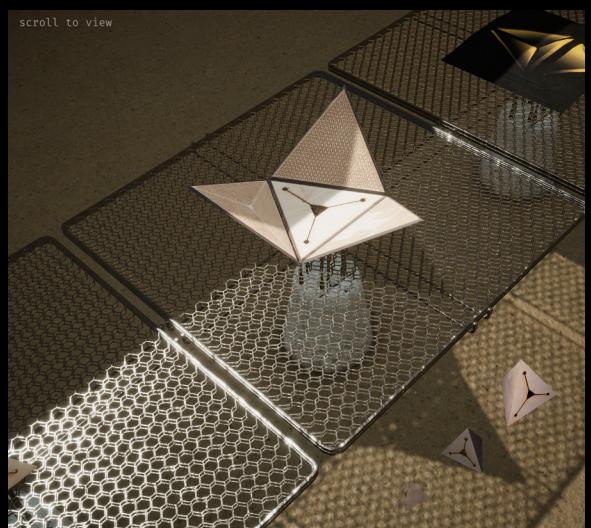
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Ar(t)strology is a astrological website making predictions for art creation. Made with SVG filter, CSS animations, and black-and-white interactive UI elements, its style situates in a feeling of being mysterious, amorphous and uncertain.

This website project is a self-directed art project planned, designed and coded by myself.

(web: <https://0buo.github.io/arstrology/>)

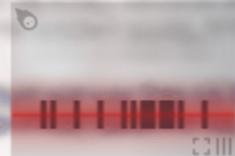


THIS SITE IS A PSEUDO SELF-HELP DOCUMENT POSITIONED TO BE THE OUTLET OF SUCH ANXIETY . HERE, WITH THE OCCULT SCIENCES OF ARSTROLOGY—"A" AS AI , "ARS" AS ART , AND "ARSTRO" AS ASTRO- , 11 SIGNS WERE DISCOVERED AS 11 SNIPPETS OF BARCODES . DRAFTED WITH GPT-2 , YOUR SIGN IS CALCULATED VIA ASTROLOGICAL EQUATIONS .

WITH A SIMPLE INPUT FROM YOUR SELF-EVALUATION, YOU CAN GET YOUR ASTROLOGY READING TODAY. GET TO KNOW YOUR SIGN'S MEANING, TAKE ITS ADVICE, REVIEW YOUR VALUE, RESET YOUR GOALS, LOOK UP ITS TERMS, OR USE ITS LANGUAGES FOR THE NEXT ARTIST STATEMENT YOU ARE THINKING ABOUT. PREDICTIONS UPDATE EVERYDAY AND CYCLE THROUGH MONTHS.



Ar(t)strology
web link



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A black and white photograph of a body of water with ripples, serving as a background for a grid of text fragments. The text is arranged in a grid pattern across the image, with some words appearing multiple times in different locations.

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Barrage Haiku is a self-initiated project made with Maya. It presents 3D animated waterfalls and short snippets of poems integrated into the scene. The changes according to the image are triggered by the user's mouse movements.

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A close-up photograph of two flowers, possibly from the Gaillardia genus. The flowers have bright yellow petals with distinct red or orange veins radiating from the center. The centers are dark and textured. The background is black, making the colors stand out.

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Barrage Haiku is a self-initiated motion design project made with Maya and Processing. It presents 3D animated water scenes with which short snippets of poems are generated and flow on top of it continuously. The color of the text changes according to the image it is on.

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Betriebswirtschaft

use pack

the dragonfly

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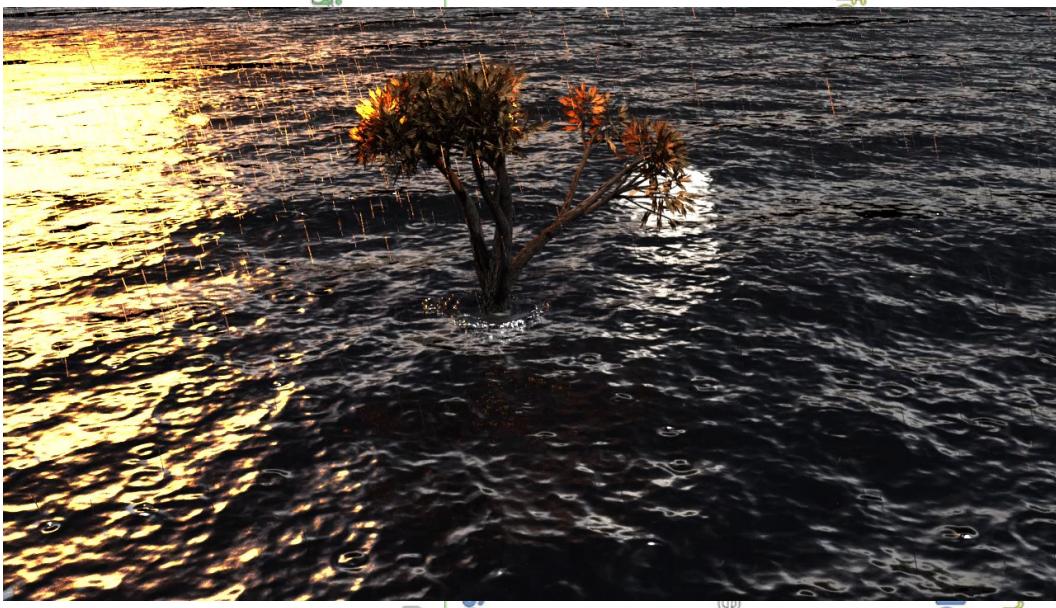
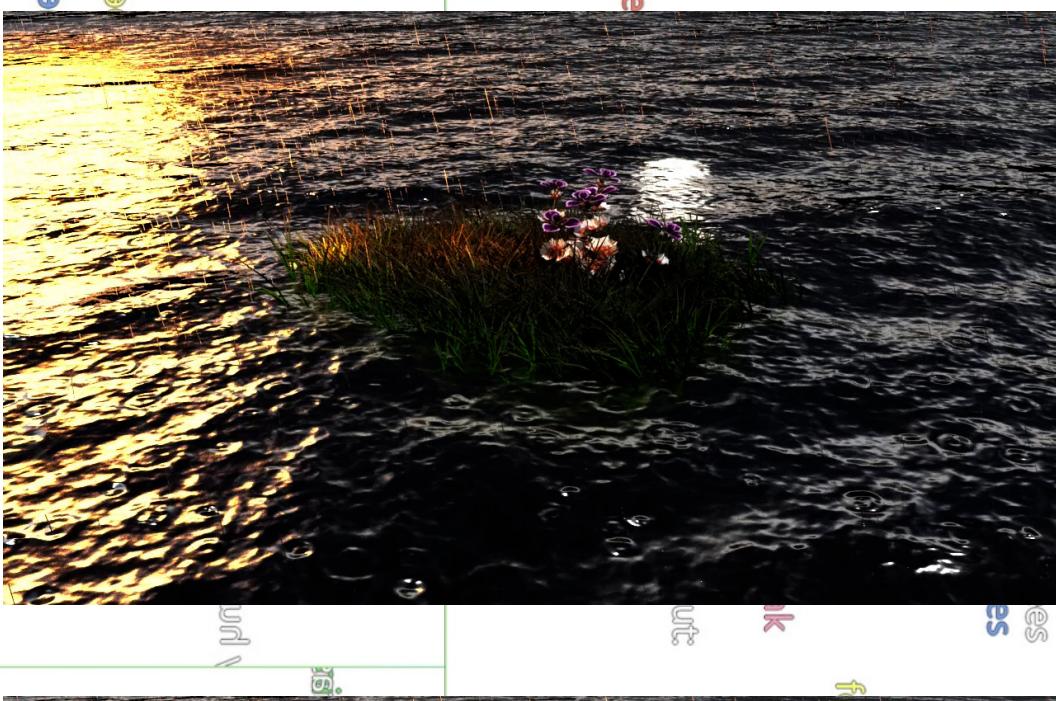
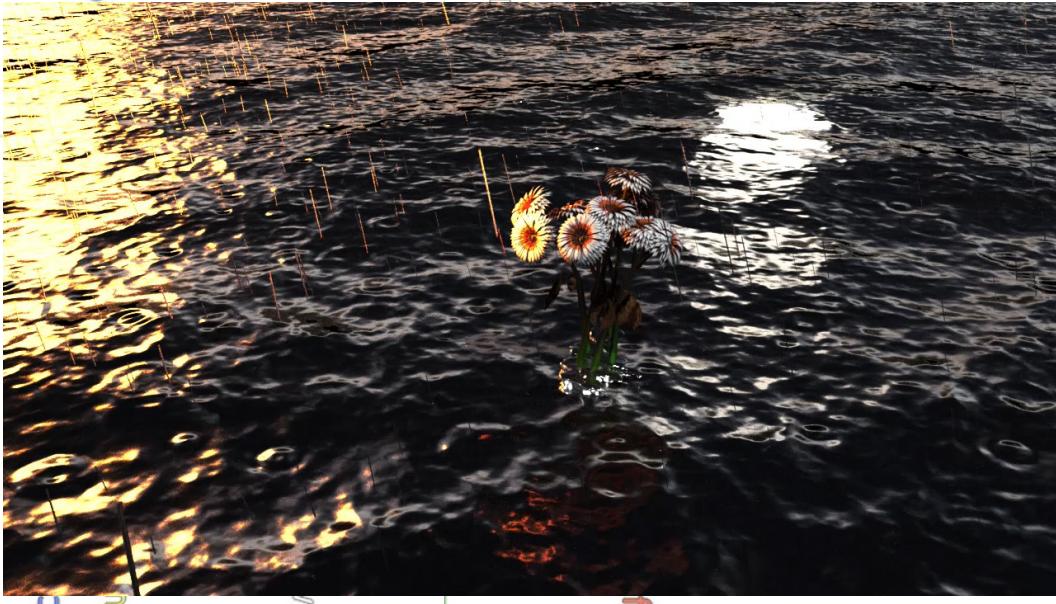
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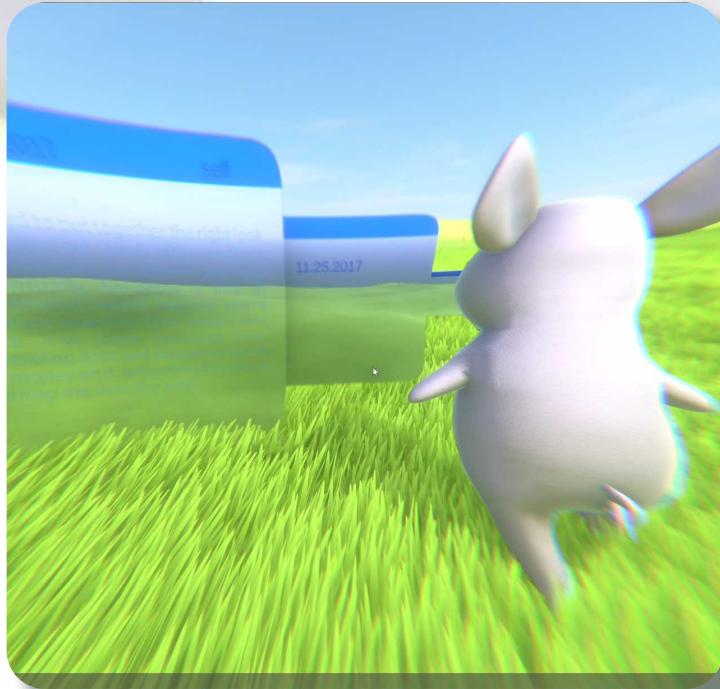
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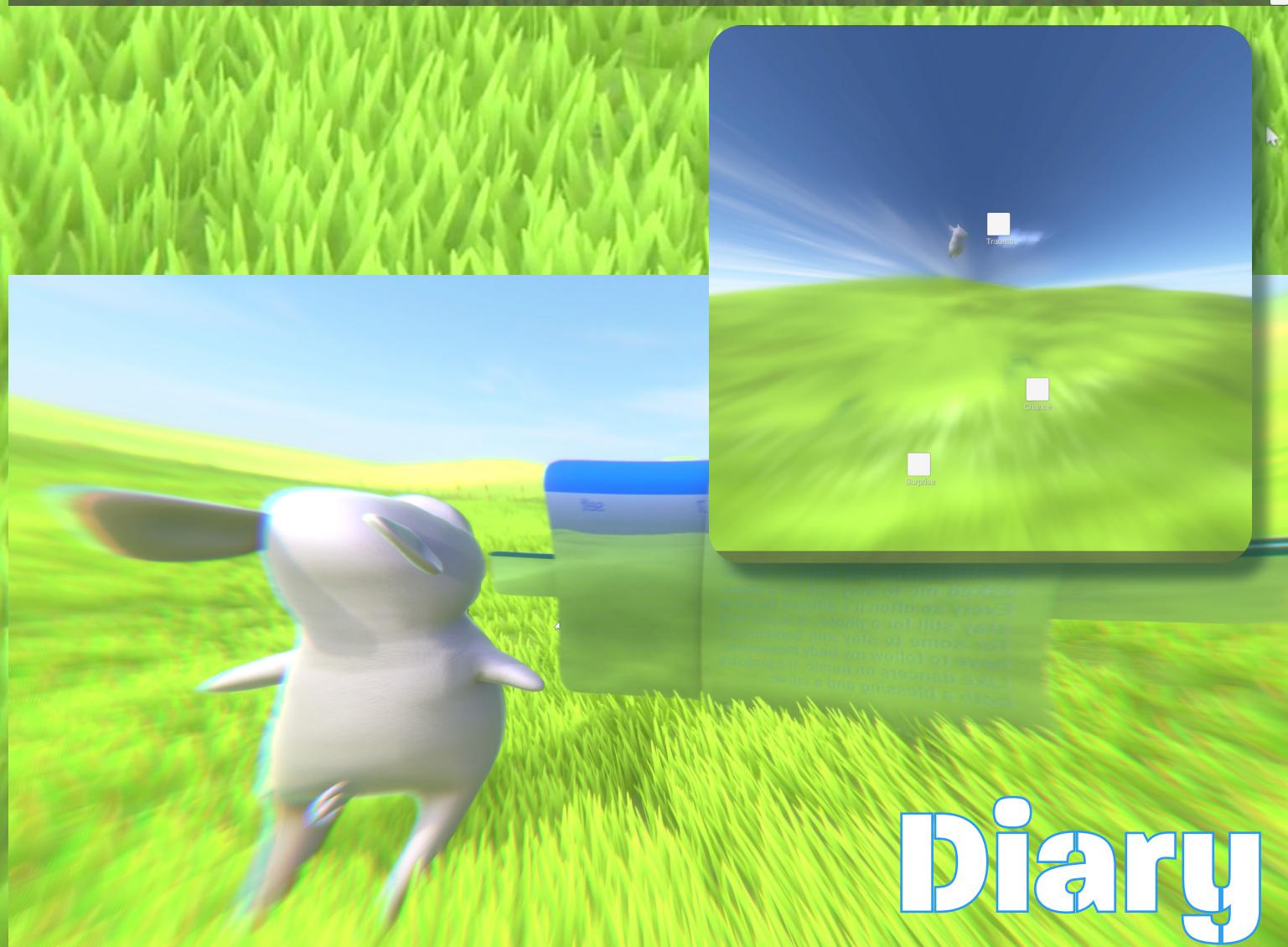
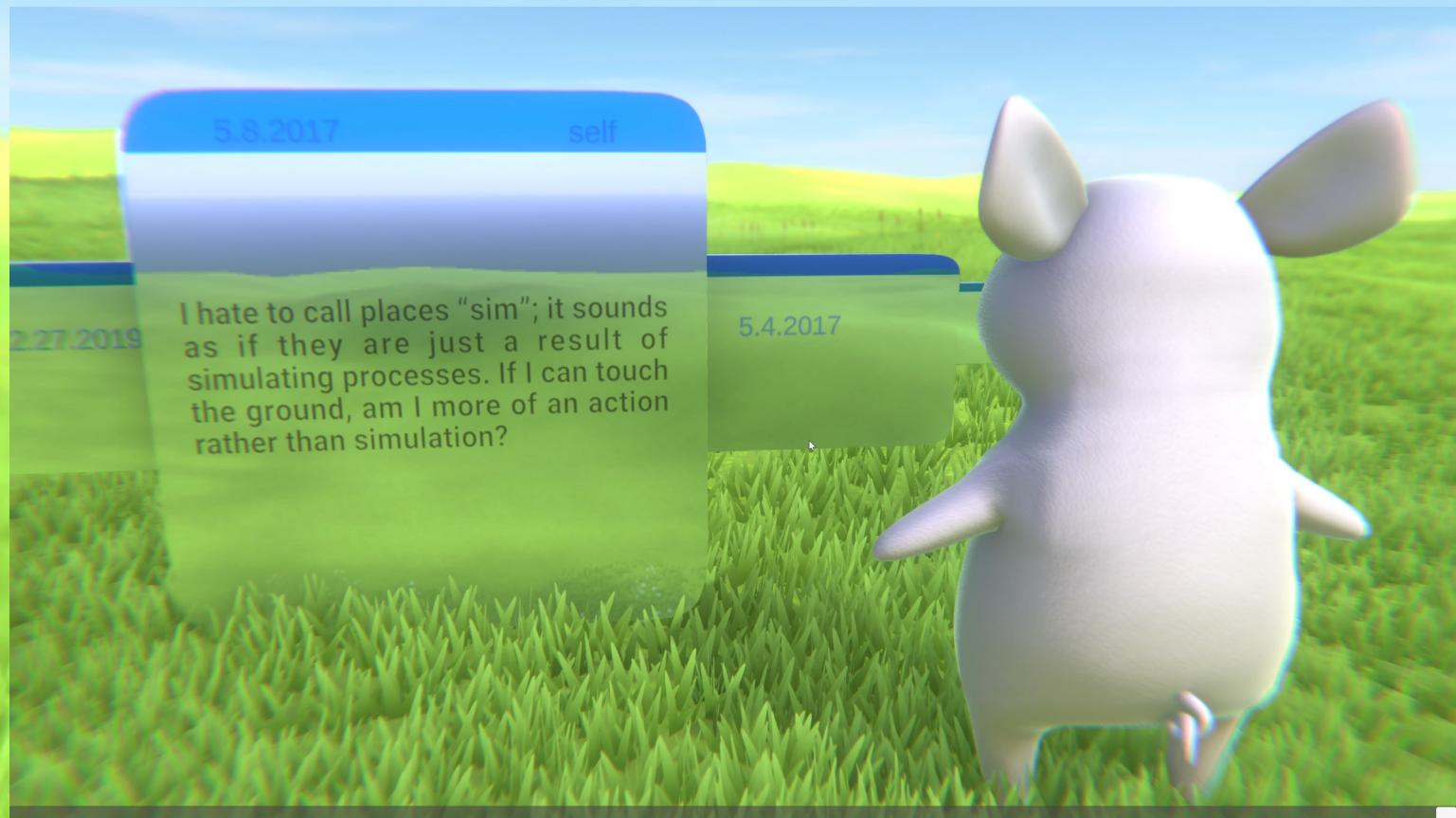
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Diary is a 3D reading interface made with Unity 3D, coded with C#, with assets designed on Maya and Adobe Illustrator. The reading experience starts with a traditional computer desktop screen, and then it transitions from the 2D landscape backdrop to a 3D environment where text files are displayed in a ring of floating panels.

It is a self-initiated project made by myself.

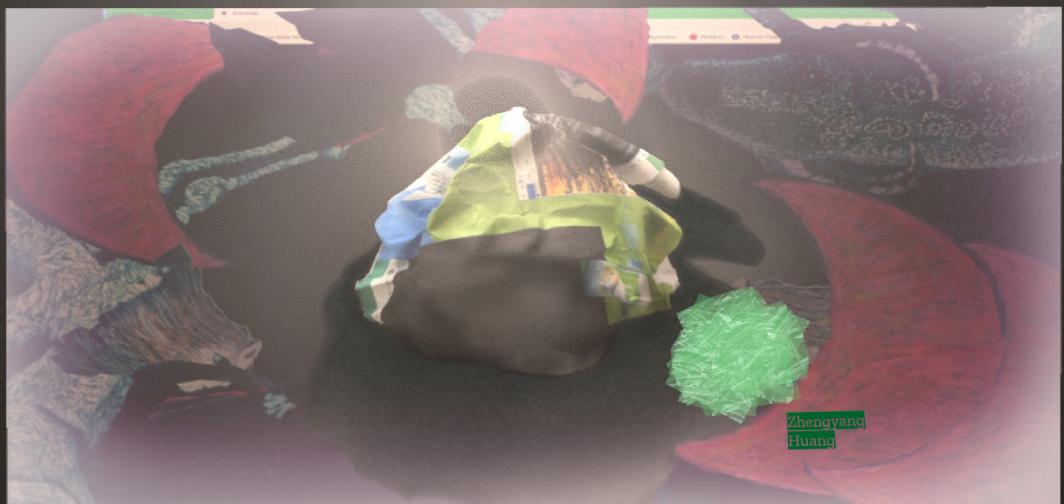




Share Screen is an online exhibition. I was commissioned to design the homepage of this exhibition website in Oct, 2020.

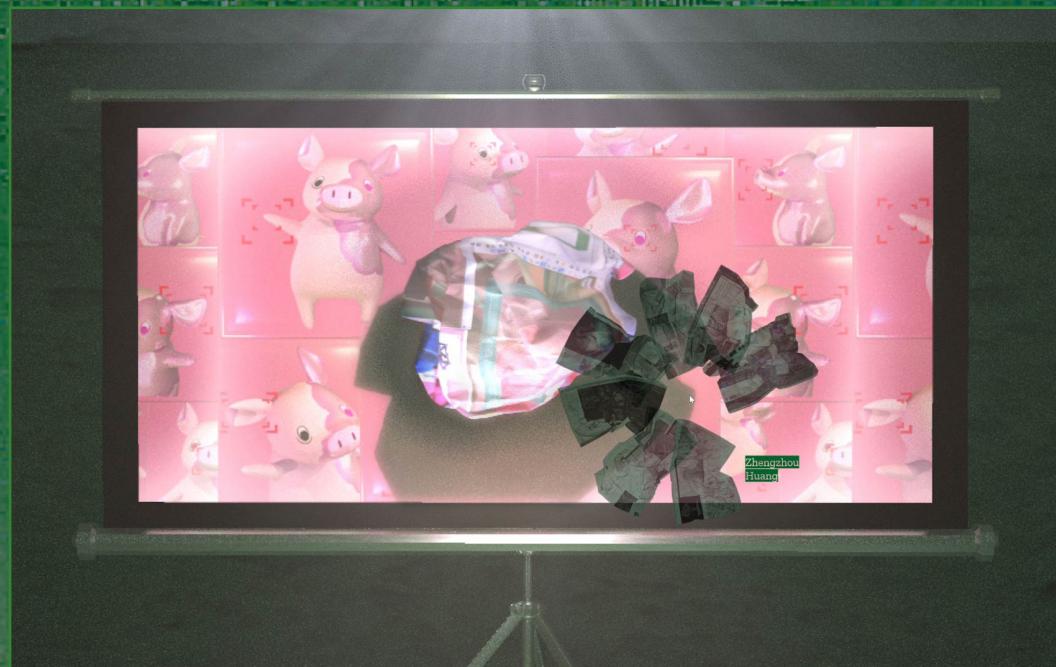
The homepage is designed for both desktops and phones. On desktops the main menu is presents as a stack of papers which upon mouse click will unfold into a wheel of options. On the phone, the menu expands and folds as a dropdown. The background is a 3D rendered image with WebGL filter and its perspective moves with mouse motion.

(web: <https://projects.dma.ucla.edu/exhibitions/share-screen/>)



sharp screen

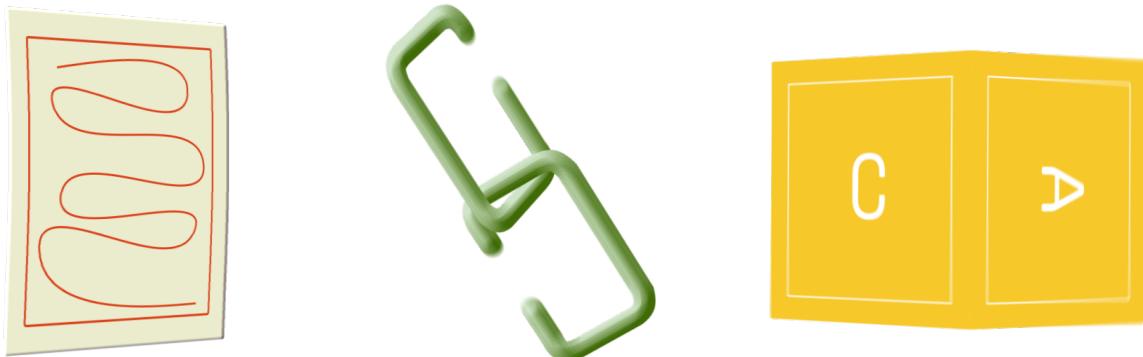
[online show homepage](#)





This video is created as a new marketing video for Global Talent Link's homepage. The company focuses on online educational services and lacked footages to complete clear, convincing, and innovative visuals. From there, I collected materials and created animations, assets and motion effects to combine and enrich video footages, as well as composited everything including a logo opening and sound effects together.

(The company haven't released the video yet so I will not link to the actual video here.)



Global Prep

Talent Boost

